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What I did:

- I implemented a policy learning using online reinforcement learning for a adaptive Liquid State Machine on iCubSim (and tried on iCub /o/).
- Attended enriching talks and useful tutorials.
- Drank a lot after work (to be honest).
- Met a lot of new friends/collaborators/genius/...

What I learnt:

- A lot!

What I want to do:

- Come back next year and teach iCub more games!

Thank you everyone!

